TAO LONG

THE WAY OF THE DRAGON

天人地

4 PLAYERS

天人地

COMPONENTS

天人地

8 Dragon tiles, 4 white and 4 black (each set with 3 segments and 1 head)

THE GOAL

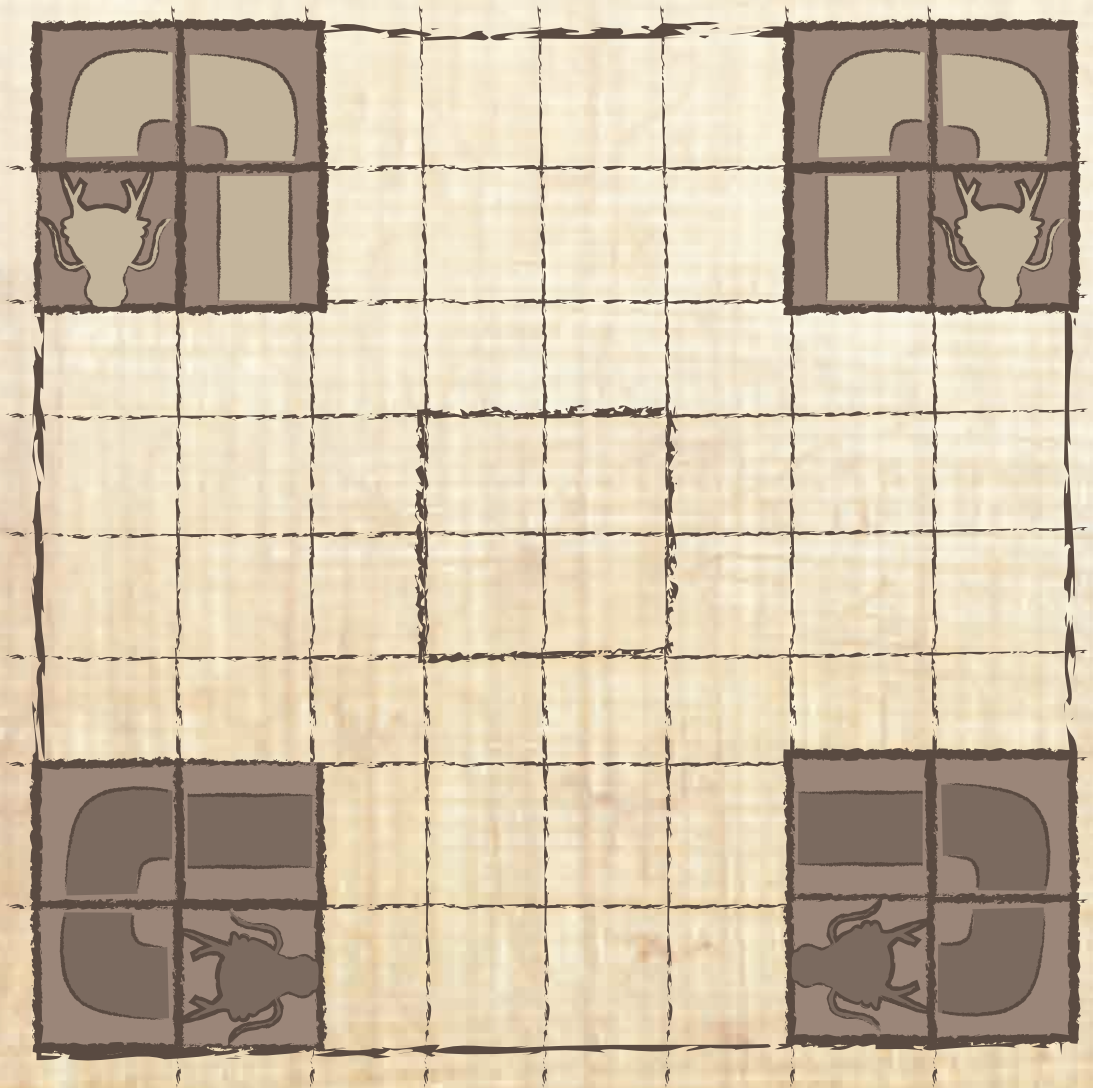
This is a team-based expansion. Both dragons of the same color must work together in eliminating all segments of the opposing dragons.

THE RULE

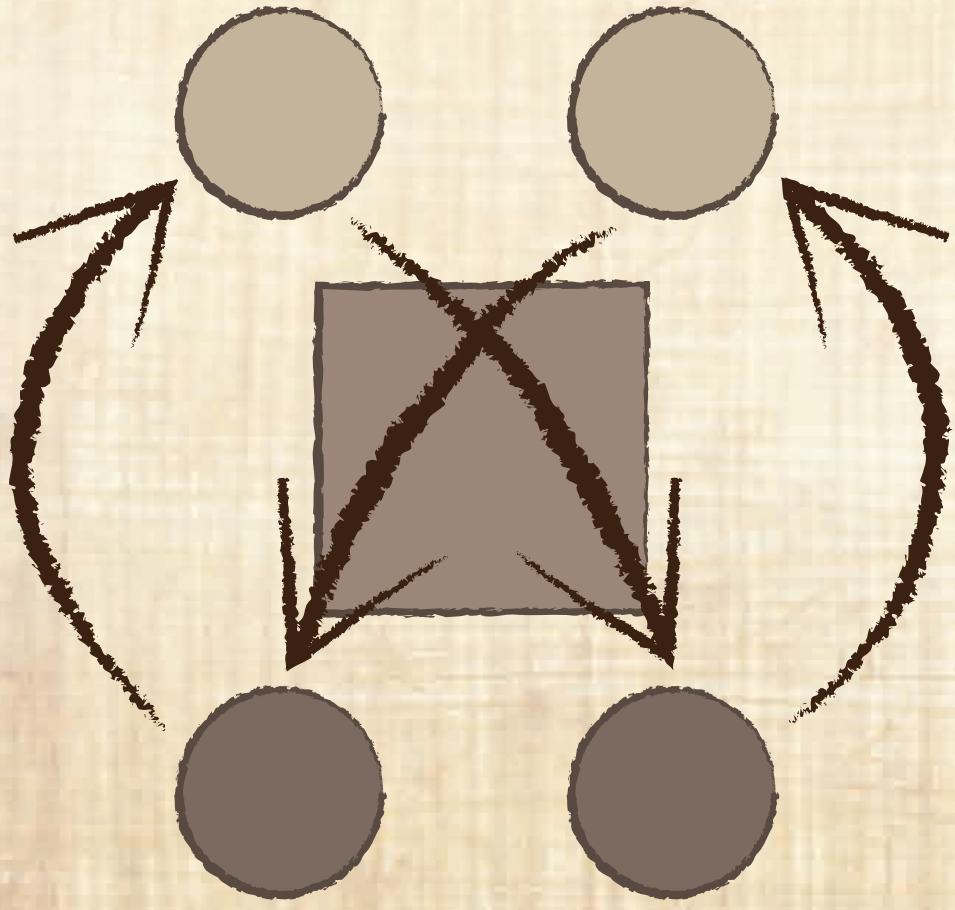
Dragons on the same team share the fire and water meters. Whenever the water meter depletes, both dragons lose a segment.

SETUP

When placing the dragons on the board as in a regular game, also place the other dragons mirroring horizontally their respective pairs.



Each team must sit in their respective side of the board. Turns alternate between teams as indicated by the image.

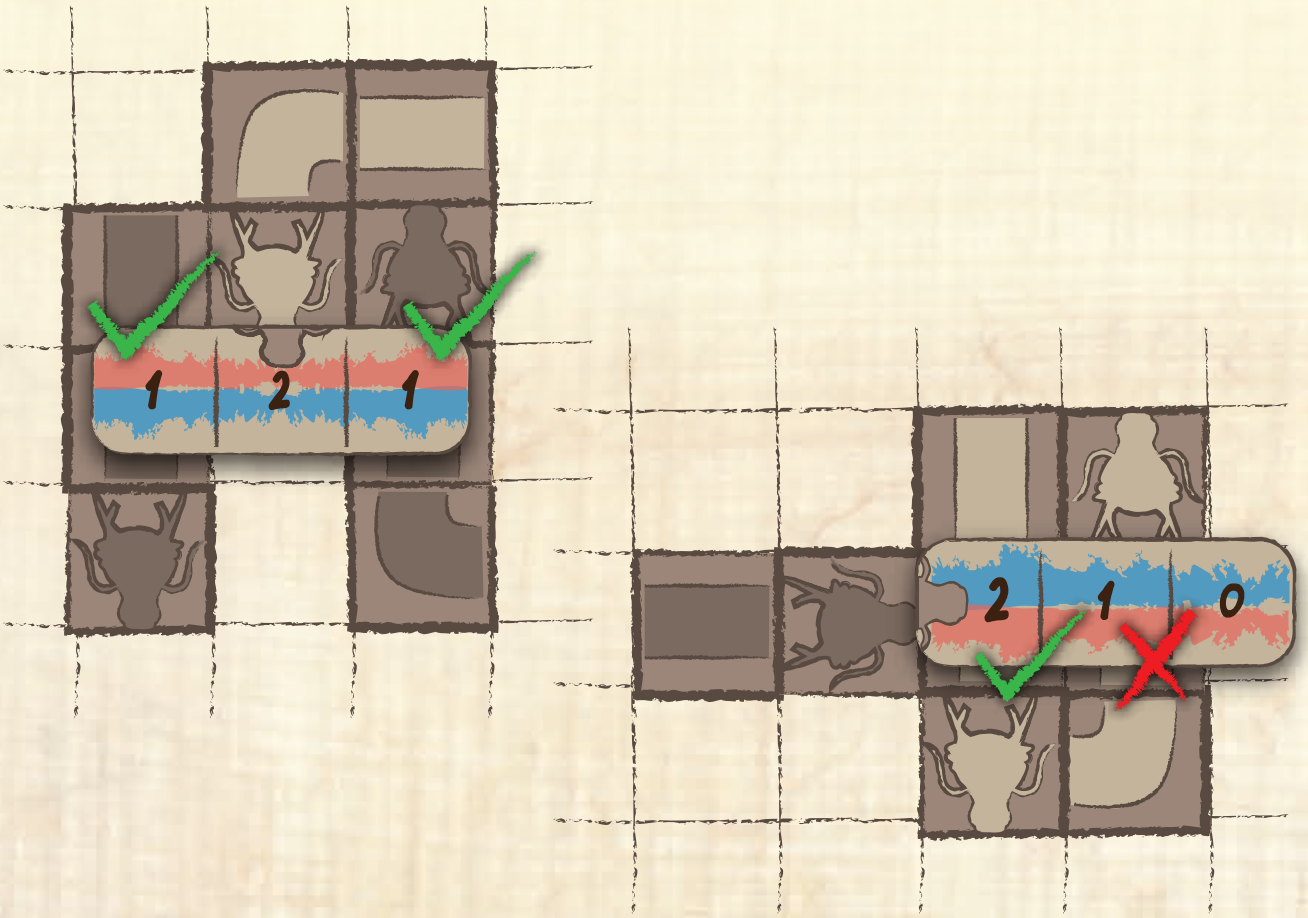


The heaven dragon closest to the Ba Gua plays first.

CLARIFICATIONS

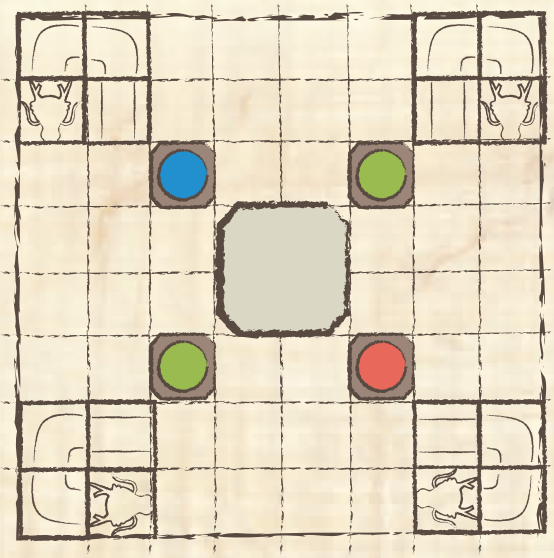
• A dragon never inflicts damage to its own pair.

• If both opposing dragons are within reach of a ranged attack, sum up the highest printed value on the distance ruler overlapping each dragon, then adding the element bonus only once. Keep in mind that a dragon **is not hit** if it is behind another dragon, as every tile is an insurmountable obstacle for range.

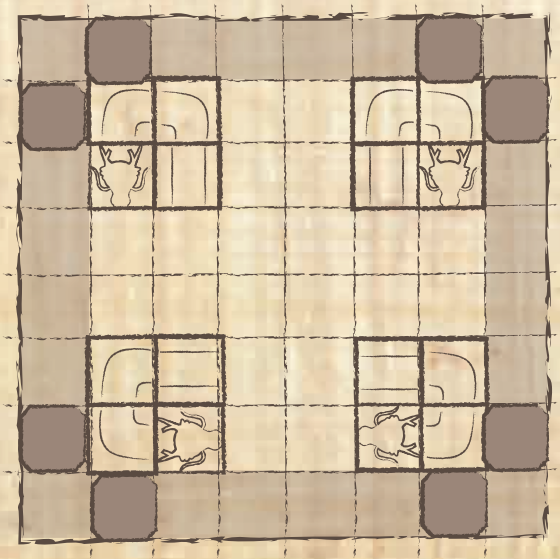


• In Monk mode, whenever **Focus** takes place, both dragons of the respective color must perform the action, starting from the one whose turn is nearest (counting from the active player's turn).

• For games in **The Valley**, relocate the green portals one space further, diagonally, towards the center of the board.



• For games in **The Torus**, relocate the rocks indicating the limits of the play area one space further, diagonally, towards the corners of the board.



AN ADVICE

"In order to care for others, one must know to care for itself."

The 4-player game dynamics require more coordination, and may generate fairly chaotic results with novice players. It is recommended to get to know the base game before playing with this expansion.

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